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United States Patent and Trademark Office

April 09, 2001

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APPLICATION THAT MET THE REQUIREMENTS TO BE GRANTED A  
FILING DATE UNDER 35 USC 111.

APPLICATION NUMBER: 60/186,605

FILING DATE: March 03, 2000

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Certifying Officer

03/03/00



Applicant(s):

ED KOLIC, CHE-WAI TSUI, and STEVE VESTERGAARD

Packet:

119.5USP1

Title:

DIGITAL MEDIA DISTRIBUTION SYSTEM

## IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

CERTIFICATE OF MAILING UNDER 37 CFR 1.10

Express Mail mailing label number: EL307943095US

Date of Deposit: March 3, 2000

I hereby certify that this paper or fee is being deposited with the United States Postal Service Express Mail Post Office To Addressee' service under 37 CFR 1.10 and is addressed to the Assistant Commissioner for Patents, Washington, D.C. 20231.

By: *Isabell Ogata*  
Name: Isabell Ogata

1.511 U.S. PTO  
60/186605  
03/03/00

BOX PROVISIONAL PATENT APPLICATION  
Assistant Commissioner for Patents  
Washington, D.C. 20231

Dear Sir:

This is a request for filing a PROVISIONAL APPLICATION FOR PATENT under 37 C.F.R. 1.53(c) on behalf of the following inventors:

(1)	<b>Full Name Of Inventor</b>	<b>Family Name</b> KOLIC	<b>First Given Name</b> ED	<b>Second Given Name</b>
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(2)	<b>Full Name Of Inventor</b>	<b>Family Name</b> TSUI	<b>First Given Name</b> CHE-WAI	<b>Second Given Name</b>
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(3)	<b>Full Name Of Inventor</b>	<b>Family Name</b> VESTERGAARD	<b>First Given Name</b> STEVE	<b>Second Given Name</b>
	<b>Residence &amp; Citizenship</b>	<b>City</b> Burnaby, British Columbia	<b>State or Foreign Country</b> Canada	<b>Country of Citizenship</b> Canada
	<b>Post Office Address</b>	<b>Post Office Address</b> 2105 6888 Station Hill Drive	<b>City</b> Burnaby, British Columbia	<b>State &amp; Zip Code/Country</b> V3N 4X5/CANADA

Enclosed herewith are the following application parts:

- ☒ Transmittal sheet, in duplicate, containing Certificate Of Mailing Under 37 CFR 1.10.
- ☒ Provisional Patent Application: 29 pages of a specification.
- ☒ Our Check No. 30105212 in the amount of \$150.00 to cover the Filing Fee.
- ☒ Return postcard.

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## Digital Media Distribution System

The **marketable advantage** of the MP3 Encrypted (MPE) digital media distribution system is that it enables content owners to distribute their content in a digital format through the Internet and other networks rather than on a physical media. The distributed file contains security features to prevent unauthorized duplication, can be redistributed and passed along, is a multimedia file, contains electronic commerce capabilities directly from the file, and contains digital rights management ensuring that revenues are distributed to the respective rights holders.

In the current distribution model, content is shipped on physical media such as floppy disks, compact disks (CD's), DVD's and other media known in the art. The disadvantage to this approach is that because of inventory, marketing and distribution costs, the amount of content that can be made available to the consumer is limited. For example, in the music industry, the four major record companies will not carry or market artists who sell less than one hundred thousand units of a CD.

Other companies have experimented with encrypting media for web page distribution over the Internet. This process is similar to shrink wrapping a CD and putting it in a store. It is only part of the solution.

The MPE digital media distribution system has a number of key features which make it unique. This is **how** it provides the marketable advantage.

### 1. The file format

- This multimedia format allows for text, graphics and imagery, video, music and executable files to be combined and wrapped into a single file. Time stamps synchronise audio and video events.
- when clicked on, the file will execute and self play; that is, the music will play and the visuals are displayed. The user does not need to download and configure a player application.
- the file will play a "preview or teaser" for free. This allows for "ad supported" files and "viral marketing" as the file can be freely shared over the internet
- the user purchases a "song key" from within the MPE by clicking on the purchase track button. This key (purchased from our server) locks the file to a "digital fingerprint" of the user's computer and to registration ID's in portable devices. This registration is uploaded to our server, so the user will not lose their content in the case of a hardware failure and to prevent the playback of the file in other peoples computers and hardware devices.

- the MPE also links to the artists web page (from the "web" button) and a web page where a CD can be purchased ("Purchase CD" button)
- the Destiny Media Player is part of the file (and runs in the background) and can be installed to the users computer directly from the file – this is optional

5

#### **MPE Features Summation:**

##### **Contains**

- compressed audio file
- Visuals elements including graphics or imagery, text data and executable files
- Built in electronic commerce
- Web links to artist web site and merchandise purchase
- Security features to prevent unauthorized duplication
- Viral pass-a-long capabilities
- Digital rights management system
- Optional installation of Destiny Media Player (included)

10

#### **2. Compatibility**

- the MPE format is designed to be extendable. It can be licensed to hardware platforms and portable devices which may have resource limitations. It can be securely transferred to hardware devices which support other audio compression formats and/or encryption techniques.

20

#### **3. Distribution**

The components provided by Destiny to facilitate the Mpe distribution system includes:

25

#### **Destiny Media Player:**

The world's smallest, most powerful and versatile digital music player, the Destiny Media Player is Macintosh or PC compatible and plays digital music files or Internet radio broadcasts. It is a 400K download.

30

The Destiny Media Player plays Mpe, mp3, streaming mp3 radio and files, .wav and wmf files, and audio CDs, all using a familiar and easy to use home stereo style interface. It finds media files on your computer with a library builder and allows you to browse by file name. The Media Player also dynamically categorizes and lists all live RadioDestiny broadcasters.

35

Mpe broadcasts include the streaming of visual metadata including graphic, visuals and text. The station also allows web links, ecommerce for merchandise purchase and a download track button.

**MPE radio broadcast:** Destiny will automatically setup a 24/7 Mpe internet radio station which displays the MPE in a pop up window as the music plays. The Mpe is visual metadata and changes with each song streamed so that the listener can preview the artist and track and on impulse link to the artists web site, purchase the CD or download the track being played.

**Web Page Hosting:** As part of the system, Destiny will automatically setup a form based web page for the artist who can then host 5 songs per page. Using the proprietary Clipstream audio streaming technology, this component of the MPE media distribution system allows the audio to be previewed on an on-demand basis from the web page. Because it is java based, clipstream works without requiring the user to download or configure a separate player application.

#### 4. Digital rights management

- when the file is first created, the encoder software adds a digital id/watermark which identifies the person that encoded the file via the registration of the encoding software
- the encoding process also adds copyright ownership and royalty payment information for each file, this information is then uploaded to our server and linked to the file if the person chooses to participate in the e-commerce system.
- At the purchase point, the information of the purchaser is also added and uploaded to our server, electronic commerce is executed, and the file is unencrypted and locked to the purchasers hard drive and/or portable device
- The fingerprint of the purchasers computer and the ID from the portable device is also uploaded to our server and linked to the file
- After the file is purchased, our server tracks and distributes the revenue as per the royalty payment defined by the encoding process

#### 5. Digital wallet

- customer pays a certain amount in advance via credit card. The MPE format allows micropayments from our server and account tracking for the customer.

The **technical features** required to make this system work:

- the Mpe encoder rips the audio file into mp3 format and encodes all the files into the Mpe format and encrypts it with a key tied to the registered owner of the Mpe encoding software
- an Internet connection with the server is required to upload the digital rights information and download a key tied to this file. This key is used to re-encrypt the file.

- when a user purchases the song, the song key is encrypted with a session key unique to that user. The session key is tied to a record in our database which is tied to a fingerprint of that user.

5 The **problem** the inventor is trying to solve is to allow media to be distributed and sold digitally through the internet and other networks, while preventing unauthorized duplication and ensuring that the appropriate copyright holders are paid. **How the problem is solved is by building this** distributable format, digital rights and e-commerce directly into the file containing the audio content.

10 The **problem** the inventor is trying to solve is to allow artists to get their content into consumer's hands without requiring the user to install and utilize any additional player application software. **How the problem is solved is by building playback functionality into the file.**

15 The **problem** the inventor is trying to solve is to allow the artist to preview music on a web page. **How the problem is solved is by providing java based streaming audio preview technology.**

20 6. **An existing solution** to distributing files digitally is provided by Liquid Audio. They encode the file, but require an external player application for playback. They do not provide hardware or portable device compatibility. They do not offer a java based streaming audio streaming technology to preview the music on a website or the ability to set up and provide internet radio stations with streaming visual metadata.

25 7. **Preferred embodiment of the invention incorporates:**

- audio compression and streaming technologies
- a digital media player technology that was less than 300K in size
- encryption and tracking technologies
- ripper encoding software
- Internet radio broadcast software
- 30 • java based audio streaming technology

8. **Problems another company may run into:** Incorporating the essence of the invention into other systems is generally straightforward, however other technologies will have difficulty with:

- 35 • building a self executing file without significantly impacting the file size



- tracking the file. They'd need to develop encoding software and set up a server side database.
- distribution. They'd need to license an Internet radio broadcast software such as RealAudio and license a java based preview solution such as Audiobase.

**9. Prior art:**

- Internet radio: Real Audio, Windows Media
- MP3 security: Liquid Audio
- Music previewing: Audiobase, Emblaze
- Digital rights: Reciprocal
- digital watermarking - Cognicity

## 10. Summary of Method:

- there are three parties involved in a transaction:
  - the end user who wishes to download and execute the media file;
  - the provider of the media file, who may be a record company, distributor, artist or similar source of media files; and
  - the Mpe Server that coordinates distribution of keys and manages the electronic commerce aspects of the system
- the process begins when a media provider registers his encoding software with the Mpe Server and obtains an "artist key". With this unique and personal artist key, the media provider can encrypt media files using the ripper. These media files are executable to play and to perform the electronic commerce functions. They may contain audio, pictures or other data.

Once encoded with the "artist key", the artist freely distribute his media files without fear of the contents being stolen. To obtain compensation though, he must perform the next step.
- next the artist may obtain a "song key" from the Mpe Server which is used to add encrypted digital rights to the media file. These rights include a description of who should be compensated, and how much they should receive for each download. The media files can now be made freely available anywhere on the world wide web, with the security that the artist will be paid for each download that is executed.
- end users set up accounts at the Mpe Server by depositing a sum of money which can be debited against. As well, a fingerprint of their computer is used as their identification to the Mpe Server. This is the same fingerprint that media files they purchase will be bound to.

- when the end user downloads an Mpe media file, he can click on it and only a portion of the contents will play (a "teaser"). The execution of the media file will provide a "buy button", which, when activated, will send a "buy" data packet to the Mpe server. As described above, the digital wallet of the end user will be debited the corresponding amount, and a "song key" downloaded to the end user. The song key automatically de-  
crypts the media file and binds it to the end user's computer and/or portable device.

**11. Applicant:**

Destiny Software Productions Inc.

555 West Hastings Street, Vancouver,  
British Columbia V6B 4N4  
Canada

Telephone: 604-609-7736

Facsimile: 604-609-0611

Web Site: [www.destiny-software.com](http://www.destiny-software.com)

**What we claim is:**

1. A method of securely distributing media files comprising the steps of:  
binding an encrypted media file to an end user computer while being decrypted.
2. A method of securely distributing media files comprising the steps of:  
encrypting a media file using a first encryption key; and  
encrypting digital rights into said encrypted media file using a second encryption key.
3. A method of securely distributing media files comprising the steps of:  
generating an executable, encrypted media file.
4. A method of securely distributing media files comprising the steps of:  
generating an executable, encrypted media file which will execute to play only a portion of the  
corresponding original media file, without use of a decryption key.
5. A system for executing the method of any one of claims 1 through 4.
6. A computer readable memory medium for storing software code executable to perform  
the method steps of any one of claims 1 through 4.

7. A carrier signal incorporating software code executable to perform the method steps of any one of claims 1 through 4.
- 

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# Help for Destiny Media Player™

*Help pages are constantly being updated. Check back here for the most up-to-date information on help issues.*

Help for Media Player is split up into its two main modes:

**MP3 | CD | MIDI | .WAV mode**

and

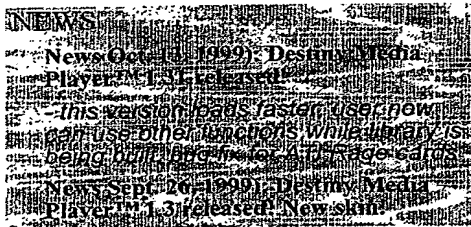
**RADIO MODE**

Click on either button to get help for them.

On the right side of the screen you will find a list of major help links that will assist you in finding the answer you want.

Please go to our Feedback page if you have any questions after reading these help pages. Click on the Email Support button to reach us.

**EMAIL SUPPORT**



## Welcome!

The *Destiny Media Player™* in **Tunes mode** allows you to play MP3s, CD tracks, MIDI, .WAV files and listen to a growing number of web-based radio stations all broadcasting on the *RadioDestiny Broadcast Network™*, all using the familiar home stereo interface. Switching between the *Destiny MP3 Player™* (MP3, and CD Audio / MIDI / .WAV modes and *RadioDestiny Receiver™* (Radio mode) is a single mouse click away!

To explore the Destiny Media Interface, click [here](#).

Or if you just want to start playing music right away, click [here](#).

Below is the index for **MP3 | CD | MIDI | .wav mode**.

## Help Links

Destiny Media Player™ Help Intro  
 This page  
 Features  
 Interface  
 Media Player Quick Start  
 Playing audio files  
 The Playlist  
 CD Player  
 The Library  
 Troubleshooting  
 Additional Information and Web Resources  
 About MP3 / MIDI / .wav formats  
 System Requirements  
 Premium Radio  
 Mode Help  
 RadioDestiny  
 Home

60186605-030300

## Destiny Media Player™

[Features](#)

[The Interface](#)

[Quick Start](#)

[Basic Controls](#)

[Playing MP3 / CD / MIDI / .wav files](#)

[The Playlist](#)

[CD playlists](#)

[The Library](#)

[Troubleshooting](#)

[Additional Information and Web Resources](#)

### General Info

[About MP3, MIDI and .wav formats](#)

[System Requirements](#)

[Copyrights and Disclaimer](#)



[Back to top](#)

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[back to the top](#)

60186605 - 030300

**The built-in *Destiny Media Player™* (MP3 and CD / MIDI / .WAV mode) features:** (See Radio Mode Features here)

- **Automatic library building – The Destiny MP3 Player™** automatically searches your drive for all your MP3s, MIDI files and .wavs and assembles a library categorized by file format, enabling you to play any common sound file on your PC, without searching through folders.
- **Drag and drop playlists** – drag and drop songs of any format into a playlist without fuss. Save your mix and then call it up later.
- **Simple, familiar, easy-to-use interface** – just like your CD player.
- **Play CD, MIDI and .WAV files** - With added support for MIDI and .WAV files, the Media Player will now play nearly every available sound file on a PC. Now you can mix in MP3s, MIDI, .WAV and CD audio into a single playlist.
- **Library sorted by category** - All items in the song library are now sorted by format (MP3, CD, MIDI, .WAV).
- **CD easy-play** - just slide a music CD into your CD drive and Media Player will bring up its own specific playlist. Press play and its playlist will begin.
- **Rename CD information** - On each CD's individual playlist you can edit the name of each song and the name and artist of each CD for easy identification and sorting.

- **Radio over the modem** - our software makes it easy for you to listen to smooth music or talk radio through a 28.8k modem connection (or higher) without additional plugins or players. All you need to do is hit the radio button and click on a station.
- **Access to a worldwide network** of Internet broadcasters (using our broadcast software) broadcasting in a variety of languages, themes and music styles.
- **Instant radio station updates** - the complete worldwide radio station list is updated every time you switch to Radio mode (or by clicking on the Refresh button).
- **Simple, familiar, easy-to-use interface** - just like your radio tuner.

To learn more on how to use the built-in *Destiny MP3 Player™* click [here](#).

- Destiny Media Player Help Intro
- Features of this page
- Interface
- Media Player Quick Start
- Playing audio files
- The Playlist
- EQ Playlist
- The Library
- Troubleshooting
- Additional Information and Web Resources
- About MP3/LMP wave formats
- System Requirements
- Internet Radio Mode Help
- Destiny Software Home Page

[Back to the top](#)



[Back to top](#)

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## The Destiny Media Player™ Interface Overview

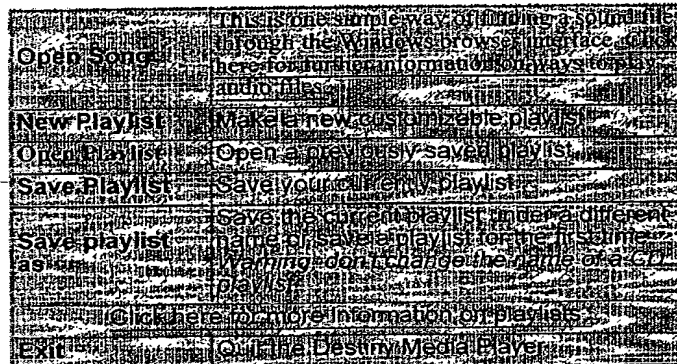
The **Destiny Media Player™** is designed to look and feel like a virtual home stereo system (with *RadioDestiny Receiver™* and CD/tapedeck). This section will familiarize you with the layout of all the controls and features.

To begin, run your mouse cursor over the buttons and choices on the basic interface. Pause the cursor and you'll get a message describing what those buttons do. For a more detailed explanation, click on the buttons.



### File Menu

The File menu contains the following choices:



[back to the top](#)

### Options Menu

Under options you can select Preferences which are used to configure Media Player to play the way you want it. There are two fields under Preferences that you should know about. 1)

Under the field "scan .wav files bigger than \_\_\_\_\_" you can fill in a size in kilobytes. Since many applications use .wav files for sound effects, searching your hard drive will bring up many tiny files that you may not want to listen which will lengthen the library building option. Setting the size above 1000k will guarantee that only long .wav files will be

### Help Links

- [Destiny Media Player Help Intro](#)
- [Features](#)
- [Interface \(this page\)](#)
- [Media Player Quick Start](#)
- [Playing audio files](#)
- [The Playlist](#)
- [CD Playlist](#)
- [The Library](#)
- [Troubleshooting](#)
- [Additional information and web resources](#)
- [About MP3 / Audio wave formats](#)
- [System Requirements](#)
- [Receiver / Radio Mode Help](#)
- [Destiny MP3 Home](#)
- [Destiny Software Home page](#)



found.

In the **Radio Receiver** field you should specify what your Internet connection speed should be. This determines at what quality Internet Radio streams should be downloaded at when you connect to the RadioDestiny Broadcast Network.

[back to the top](#)

## View Menu

Use can use the view menu to change from Radio Mode to Tunes mode (where you can play MP3 / CD / MIDI / .wav files. ~~You can also minimize or maximize the interface to display more information such as Library or Playlist information by choosing Info / Playlist.~~

This panel is used to toggle between MP3 (includes CD/MIDI/.WAV) playing modes and Radio mode. Click on the **MP3** button to switch to MP3 / CD / MIDI / .WAV mode. Click on **Radio** button to switch to the Radio mode.

In addition, this panel contains the **Hide Info/Playlist** button can be used to hide or display the Info/Playlist panel(see below).

You can hide the Info/Playlist Panel(when not needed) to free up desktop space.

## Player Panel (Minimized)

This is the main playback/radio panel. All of the basic player/receiver controls and displays reside here. The panel is broken up into:

- **Info Bar:** this screen displays track information ad time (MP3 Mode), as well as radio station information (Radio Mode).

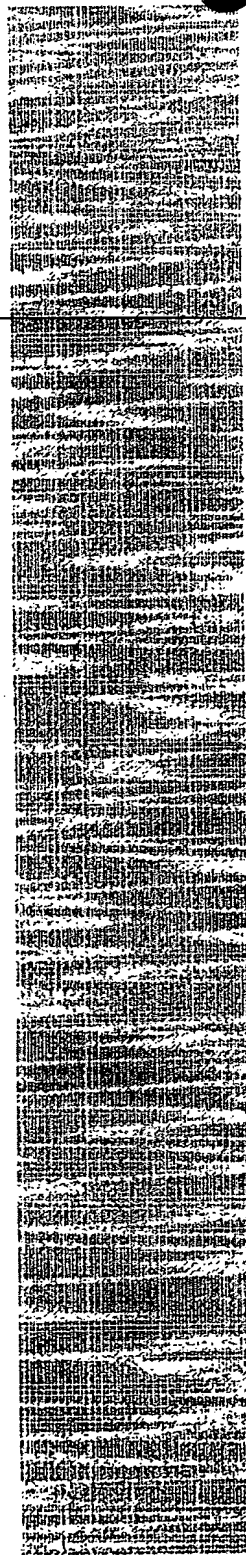
*Note: additional information is also displayed in the **Info/Playlist Panel** (see below).*

- **Seek Bar:** In MP3 mode, this bar is used to seek to any time in the song (see MP3 Mode - Basic Controls for more info). In Radio mode, this bar displays additional Radio station information (see Radio Mode - Basic Controls).

- **Playback Controls:** In MP3 mode, the play/pause, stop / eject, skip forward, skip backwards buttons are visible (see MP3 Mode - Basic Controls for more info). In Radio mode, the **previous** and **next station** buttons are shown (see Radio Mode - Basic Controls for more info).

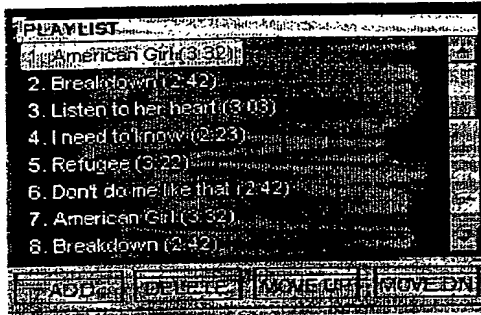
- **Volume Control:** The volume knob controls the overall playback volume, while mute temporarily turns the volume off (both Radio, MP3, and CD / MIDI / .WAV Modes).

## Info/Playlist Panel



This panel displays and edits additional information. In MP3 and CD / MIDI / .WAV playing mode, this panel is used to view the song information, edit playlists, and access the Library of sound files on your drive(s). In Radio mode, this panel allows you to select and update radio stations as well as radio station related links. In addition, when you insert a CD into your CD drive, this panel will display all the tracks on your CD, or the special playlist you may have created for that CD.

· **Info Screen:** this screen is used to display additional information, as well as select items. This display screen is used for viewing/selecting song information, playlists, library, links, and Radio stations.



· **Mode Buttons:** These multi-purpose buttons are used to switch the different Info Screen display modes (such as song/radio station information, playlists, the library, radio stations, links, and others). Roll your cursor over the buttons to see what they do. Click on them for more detailed help.



· **Function Button Bar:** These multi-purpose buttons are used to edit and control the various modes (see Mode Buttons above). Their functions vary from mode to mode. (song/radio station information, playlists, library, and radio station list functions for more info).

· **RadioDestiny Button:** These buttons allows you to instantly access our website. The RadioDestiny button takes you directly to the RadioDestiny home page at [www.radiodestiny.com](http://www.radiodestiny.com). This site will put you in touch with our community of listeners and broadcasters on the RadioDestiny Broadcast Network.

*Note: your computer must be*

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*connected to the Internet in order  
for these buttons to work.*

[back to the top](#)

60186605-030300

# Destiny Media Player™ MP3 / CD / MIDI / .WAV Mode Quick Start

## MP3 Mode:

To start playing your MP3 and other song files right away, follow these quick steps.

### 1. Launch the application

Launch the *Destiny Media Player™* by double-clicking on the Destiny icon (located on your desktop or through your Start Menu button -> Programs -> Destiny).



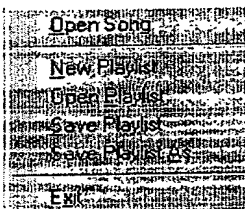
Destiny

### 2. Go to MP3 (CD / MIDI / .wav) mode

Make sure that the *Destiny Media Player™* is in MP3 Mode (which also accesses CD / MIDI / .WAV-playing functions. (If not, click on the MP3 button to switch to MP3 mode).

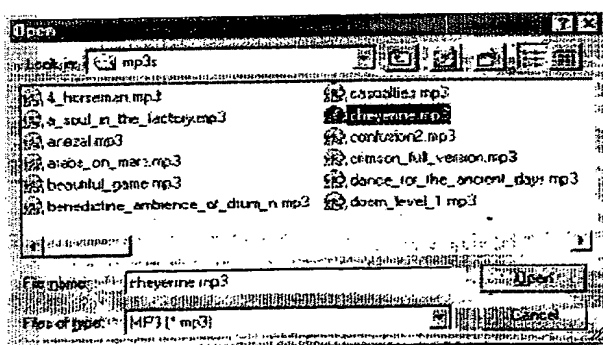
### 3. File -> Open Song.

Go the **File** Menu and select **Open Song**.



### 4. Find a song file on your hard drive

Browse for an MP3 or CD / MIDI / .WAV file. When you've found one, select it and click Open (or double-click on the file itself).

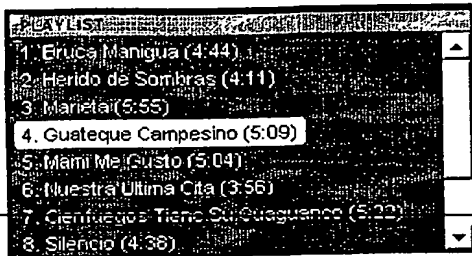


### 5. Look in the playlist window

## Help Links

[Destiny Media Player™ Help Page](#)  
[Features](#)  
[Interface](#)  
[Media Player Quick Start \(this page\)](#)  
[Basic Controls](#)  
[Playing audio files](#)  
[The Playlist](#)  
[CD Playlist](#)  
[The Library](#)  
[Troubleshooting](#)  
[Additional Information and Web Resources](#)  
[About MP3 / MIDI / .wav formats](#)  
[System Requirements](#)  
[Internet Radio](#)  
[Mode Help](#)  
[Destiny MP3 Mode](#)  
[Destiny Software](#)  
[Home Page](#)

The song will appear in the Playlist Window (if you have the Media Player interface maximized).



#### 6. Press PLAY button

Make sure the song name is highlighted (if not, click on the song title with the mouse) and then click on the Play button. Double-clicking accomplishes the same function.



#### 7. You're playing!

To explore more of built-in *Destiny Media Player*™'s features including its drag and drop interface, playlist and library builder, select from the following topics:

Basic Controls

Loading Songs

The Playlist

The Library

Additional Info and Web Resources

[Back to top](#)

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just to stop the music, click on the **stop / eject** button. If you have a CD in your drive, clicking twice on the stop button will eject the CD. If your CD drive tray is open and has a CD in it, clicking once on the **stop / eject** button will close the tray and bring up a list of the CD's contents in the Library. When you press play the CD will begin playing from the first track.

### Step Forward/Step Backward



To jump to the next song in the playlist, click on the **step forward** button. The next song in the playlist will then begin playing.



To go to a previous song in the playlist, click on the step backward button twice. Clicking on the **step backward** button once rewinds the current song to the beginning. If you have the shuffle button toggled on, then the Media Player will play a randomly selected song with each button press.

In the Library, using the step forward and step backward songs will go to the next/previous song. Using shuffle has no effect.

### Volume/Mute



While the song is playing you can adjust the sound level by clicking on the **volume** knob and rotating it around (dragging) the same way you would on a real stereo.



Below the volume control knob is the **mute** button which turns the volume off until you click on it again.

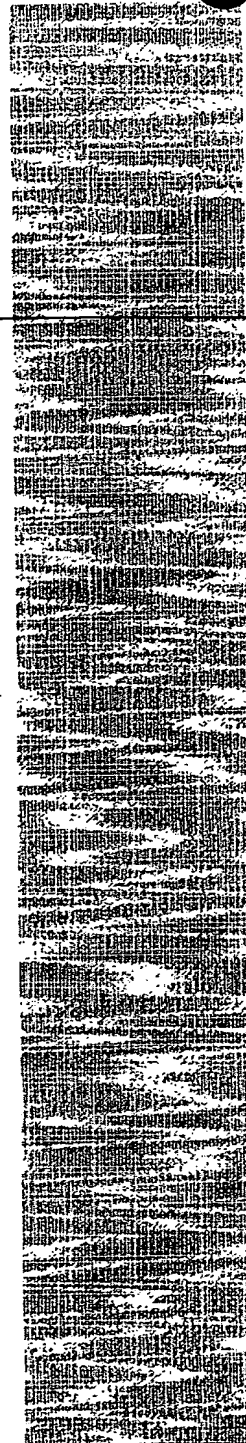
*Note: while muted, moving the **volume** knob will not have any effect.*

### Shuffle



**Shuffle** randomizes the playback order of the playlist. Once a song is finished, the next song is picked randomly (from the playlist). If you click on step forward or step backward, the player will play a song randomly rather than going forward or backward in the playlist sequence. Click on shuffle again to turn shuffle off.

*Note: Shuffle will not work if you have only one*



00:00:00 00:00:00 00:00:00

song loaded.

**Repeat**

**REPEAT**

**Repeat** plays the active playlist over and over. If you're playing a single song, repeat will play the current song file over and over. Click on **repeat** again to turn repeat off.

[Back to top](#)

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# About Destiny Media Player™ MP3s / MIDI / .wav formats

## About MP3 formatted sound files

MP3 format files are music or sound files encoded using the MPEG1, Audio Layer 3 (MP3 for short) compression format which comes close to CD-quality to the ear but at much less the size of standard Redbook audio. The format can store roughly 1MB for 1 minute of near CD-quality audio. A regular three minute single can range from 2.6 to 3MBs.

## Where to find MP3 formatted sound files

From within the *Destiny Media Player™* you can click on the **LINKS** button. The display will now show a list of MP3 sites. Double-click on any of those sites and it will launch your browser.



## About MIDI files

MIDI files are musical arrangements that use the built-in synthesizers that come with the majority of PC sound cards installed today. These synthesizers have digitally sampled instruments that will play when a MIDI file tells them to. These MIDI files sequence the instruments to play in much the same way as a score tells a musician to play a note. Since the MIDI files are only instructions to play and don't include the actual sounds that make up the song, these files are usually very small. However, the quality of the synthesized musical instruments depends on the quality of your card. Many modern sound cards have wavetable synthesis and sample notes from actual instruments to play back in response to MIDI.

## About .WAV files

.WAV files are the standard Windows audio format for digital representation of an analog sound. WAV stands for Wave Form Audio File Format. .WAV files take up a huge amount of space, as they are not compressed in any way. Since most applications that have sound effects use .wavs, you will generally find a lot on your system at any time, especially from installed games.

[back to the top](#)



[Back to top](#)

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# Playing MP3s / CD / MIDI / .WAV files using Destiny Media Player™

To play a song with the Destiny MP3 Player™ you must first load up a song into the player. There are many ways of doing this. Our new version now supports multiple file formats.

## Open simple

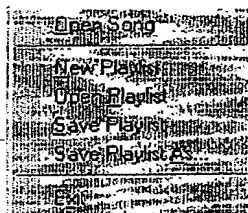
The simplest way to load an MP3, CD audio, MIDI or .WAV file is to find the folder where it's located and double-click on it. This will launch the *Destiny Media Player™* and begin playing it immediately. The song will also be added as the first selection in the playlist.

You can also load a song when you don't have a playlist generated. Click on the **play button**.



You are then prompted to browse for an MP3 or other audio file in your hard disk. Find the one you'd like to play and double-click on it. The song you selected will be placed in your **playlist** and will begin playing immediately.

Another way is to go to the File Menu, select **Open Song**, browse for the MP3 / CD / MIDI / .wav file, select it and click on **Open** (or double-click on the file itself). The song will be added to the end of your playlist but will not play until you select it and click on the **play button**.

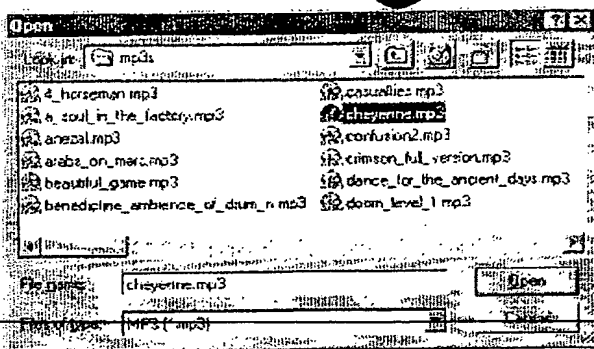


## Drag and Drop Multiple Select

Open up the folder where your audio files are kept, select one or multiple sound file icons and drag them onto the *Destiny Media Player™*. All of the song files you dragged on to the player will be added to your playlist.

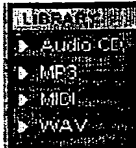
## Help Links

[Destiny Media Player Help Intro](#)  
[Features](#)  
[Interface](#)  
[Media Player Quick Start](#)  
[Basic Controls](#)  
[Playing audio files \(this page\)](#)  
[The Playlist](#)  
[CD Playlist](#)  
[The Library](#)  
[Troubleshooting](#)  
[Additional Information and Web Resources](#)  
[About MP3 / MIDI / wav formats](#)  
[System Requirements](#)  
[Internet Radio](#)  
[Mode Help](#)  
[Destiny Software](#)  
[Homepage](#)



### Playing your song (MP3s, MIDI, .WAVs) library

The Media Player also searches your entire drive for MP3, MIDI or .wav files and assembles them into a library. Make sure that the Info/Playlist panel is visible. Click on the **Library** mode button located in the Info/Playlist Panel. A list of all your MP3 or other files appears. Double-click on any of these files to begin playback.



### Playing Music CDs

To play your music CD, insert it. Its library category will open a listing of all its tracks. In the Library you can select a single song and play it by pressing play. To play multiple songs, select the tracks you want to play and add them to the playlist by clicking the **Add to Playlist** button. Then click on the playlist and press **play**. If you had previously created a playlist Media Player would have brought up the playlist you had created. Again, press **play**.

Click here to find out about [individual CD playlists](#).

[back to top](#)

[Back to top](#)

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# Destiny Media Player™ Troubleshooting

## Check system requirements first

Please check to see if your PC matches the System Requirements first. If your system does not match the minimum requirements, you may need to upgrade to a machine with more RAM, a better CPU or a better connection to the Internet.

## Problems with playing MP3 Files

The Destiny Media Player™ plays song files in the MP3, CD audio, MIDI or .WAV formats. When the Media Player is first launched, it generates a library list of all applicable MP3, MIDI, .WAV files located on your hard drive. If you insert a CD, it will list all CD audio files on that CD.

If your audio files are located on your hard disk, fragmentation and heavy disk access operations at the time of playing will affect the performance of the files. This is especially true of MP3s. If you are playing off a CD, your CD-ROM drive should be 8X or higher. If your drive is too slow, try copying the files onto your hard disk.

Other problems may be the result from poor encoding by the artist.

## Playlist is blank or incomplete

Every time you generate a playlist it forms a link to the existing location of the audio files that have been added to the playlist. If you move any of the songs from their locations, they will disappear from the playlist. If you move every song from their locations or move the entire directory where they are located, the playlist will be blank. Every time you move a song file you must re-ADD that song to the playlist.

## Library doesn't list songs recently downloaded

The library is generated after downloading. As you download new songs, you can click on the **Update Library Function button** to refresh the library. You must stop playing a song before you can Update Library.

## Sound doesn't play or suffers from poor performance

<b>Help Links</b>
<a href="#">Destiny Media Player Help Info</a>
<a href="#">Features</a>
<a href="#">Interface</a>
<a href="#">Media Player Quick Start</a>
<a href="#">Basic Controls</a>
<a href="#">Playing audio files</a>
<a href="#">The Playlist</a>
<a href="#">CD Playing</a>
<a href="#">The Library</a>
<a href="#">Troubleshooting (this page)</a>
<a href="#">Additional Information and Web Resources</a>
<a href="#">About MP3, MIDI, and WAV formats</a>
<a href="#">System Requirements</a>
<a href="#">Internet Radio Help</a>
<a href="#">Radio Destiny Home</a>

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- Check if the mute button is on or the volume is turned too low.
  - Check to see if another application is already using sound. (*Destiny MP3 Player™* may still play, but with reduced performance)
  - Check if the volume settings for Windows or your Sound Card are muted or too low
  - Check if the volume on your amp, subwoofer or speakers is muted or too low
  - If you are playing a MIDI file, poor quality sound may be the result of your sound card's instruments.
- 
- Check the connections to your speakers and to your sound card
  - Verify that your soundcard is functioning properly (see your sound card's manual for more information).

### RAM problems

Like all applications in Windows, the *Destiny Media Player™* requires that you have available memory to launch and to perform adequately. If you are experiencing problems, you may have to quit other applications or close windows. When all else fails, restart Windows and try again.

### Problems with the Internet Radio mode™

[Click this link to get to the Internet Radio Mode troubleshooting page.](#)

### Upgrading / Uninstalling Destiny Media Player

Destiny Software will occasionally release an upgrade to *Destiny Media Player*. Watch our site for new versions. To properly upgrade, you must turn off the existing player. The new version will download right over your old player providing you used the default folders to save it in.

To completely uninstall your player, use Windows' Add / Remove utility. Find this under the Start Menu -> Settings -> Control Panel. Double-click on the Add / Remove icon. This displays a list of all your available programs that can be uninstalled. Click on *Destiny Media Player* and then click on the Add / Remove.

To be sure that the version you are installing is more current than the one you already have, launch *Media Player* and then go to the Help Menu -> About. This will open up a dialog box that tells you which version your *Media Player* is.

[Back to top](#)

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# Destiny Media Player™ Internet Radio Mode Troubleshooting

## Check system requirements first

Please check to see if your PC matches the System Requirements first. If your system does not match the minimum requirements, you may need to upgrade to a machine with more RAM, a better CPU or a better connection to the Internet.

## You must be connected to the Internet

The *Destiny Media Player™* Internet Radio Mode requires that you have a constant, working connection to the Internet in order for you to receive data from stations. This is called *streaming* data. This is opposed to *downloadable* media which is used by the *Destiny Media Player™* that makes use of files you have saved previously on your hard drive or CD.

If you are having problems connecting to the Internet, you should consult Windows help. Go to your **START** button, choose **HELP**, then **CONTENTS**, **Windows 98 Troubleshooters** and **Dial-up Networking**. This utility will help you troubleshoot your connection.

## Sound doesn't play or suffers from poor performance

- Check if the mute button is on or the volume is turned too low.
- Check to see if another application is already using sound. (The *Destiny Media Player™* Internet Radio mode may still play, but with reduced performance)
- Check if the volume settings for Windows are muted or too low
- Check if the volume on your amp or speakers is muted or too low
- Check the connections to your speakers and to your sound card
- Verify that your soundcard is functioning properly (see your sound card's manual for more information).

## RAM problems

Like all applications in Windows, the *Destiny Media Player™* Internet Radio mode requires that you have available memory to launch and to perform adequately. If you are experiencing problems, you may have to quit other applications or close windows. When all else fails, restart Windows and try again.

To quit other applications, press **ALT-TAB** to enter other running processes and quit them by going to their file menus and selecting **Quit**. Then **ALT-TAB** until you are back in the *RadioDestiny Receiver™*.

## Help Links

Internet Radio  
Modem Help Intro  
Features  
Basic Controls  
Station Information  
Troubleshooting  
(this page)  
System  
Requirements  
RadioDestiny  
Home

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A black and white photograph of a book cover. The cover features a dense, repeating geometric pattern of interlocking squares and diamonds, creating a textured, woven appearance. The pattern is composed of small, dark, irregular shapes that fit together to form a larger, lighter-colored grid-like structure. The overall effect is a complex, almost crystalline texture. The book is shown from a slightly angled perspective, with the spine visible on the left side. The lighting is even, highlighting the intricate details of the pattern.

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